
TRAILBLAZING

OBJECTIVE: Finish the game with more cards than your opponent. Collect up to 5 cards each round by guessing the next card in a sequence correctly.

- 1. Player 1 lays out 25 cards face down in a 5x5 grid and flips any outside card. This first card is the Free Flipped Card (FFC).
- 2. Player 1 chooses a surrounding card and Player 2 asks them if this card is higher or lower than the FFC. Aces are high. If Player 1 guesses correctly, they continue in the same direction. If the next card in the sequence is the same as the FFC, it counts as a correct guess. Player 2 then asks if the next card in the sequence is inside (between) the first two revealed cards or outside of them. If they guess this correctly, they proceed to guess if the next card is red or black. If this guess is correct, the last guess is the suit of the card. The player keeps all cards that are guessed correctly.
- 3. If at any point the player guesses a card incorrectly, their turn is over, the incorrectly-guessed card is placed in a discard pile, and a new card is placed face-down in its spot. If a sequence arrives at a blank space, the player's turn is also over.
- 4. Players alternate turns until all the cards are revealed and claimed. An "island" – a card without any surrounding cards – can be claimed as a FFC.
- 5. Once all cards are claimed, the player with the most cards wins.